Quick Start User Guide (Support +44 151 318 0792)

HELLO SYSTEMS

Cellular Keypad SMS Programming Guide

The keypad is able to store up to 1000 individual codes up to 7 digits long. The memory is shared with the 'dial-to-open' function and the user is able to use any of the 1000 memory locations for keypad codes or telephone numbers.
We recommend using codes of at least 4 digits.

Registering the Master Phone

If you are using the keypad as part of an intercom system you may have already completed this stage. If so, skip ahead.

The user in charge of setting up the unit (known as the 'Master' user) must first send one of the following SMS text messages to the SIM card number.

If your unit is new, you can add a master number simply by sending the following:

Master me

You can check the number has entered the memory by sending

List

If you don't get a reply, you should try adding your master number with the PIN as follows:

MASTER <master's number>**,**<PIN>.   There must be one space after MASTER before the number
                                               There must be a stop (.) at the end of the message
                                               The 5-digit PIN is written on the sticker above

e.g.   *Ensure there is no space before or after the comma ','*

master 07000000000**,**12345.   Sets the master phone number as 07000000000 for PIN 12345

Only the first Master has to use the pin – further master numbers can be added by other masters as follows:

Master 07000000001.

Adding Keypad User Codes

To add codes to open the gate/door you simply send the following command:

Code 1234.   Adds the code 1234 to the memory **(please note the . at the end of the message)**
Code 7654321.   Adds the code 7654321 to the memory

By default the # output relay is activated when a simple numeric code is entered. To operate the * relay when a code is entered, the '*' character should be the first character in the code. For example:

Code *1234.   This code will operate the * relay when used

Removing Codes

To remove a code, simply send the word 'remove' followed by the code from a master phone. For example:

Remove 1234.   This removes the code 1234 from the memory

Viewing the Code List

To view the numbers in the memory simply send the word '**list**' from a master phone to the keypad. Keypad codes are enclosed in '< >' parentheses. For example:

<1234>